

wager from the player, process step **206** involves accepting a game related input from the player, and a game play is then initiated at process step **208**.

[0087] After game play is initiated at step **208**, the various reel start, spin duration and stop times are determined for a first virtual reel at process step **210**. Such reel spin times can be determined by an associated reel spin timer, as detailed above, and can involve the random generation of an appropriate start time, spin duration and start time within a permissible range. Various biasing factors may also be applied to a given virtual reel, as may be desired. Upon the first occurrence of process step **210**, the “X” value for “Virtual Reel X” can be 1, as will be readily appreciated.

[0088] Various reel sounds for the first virtual reel can be selected or generated at process step **212**. Such reel sounds can be selected or generated by an associated reel sound generator, as detailed above, and can involve the random selection of sound clips or snippets from larger sound files. Various biasing factors may also be applied to a given virtual reel, as may be desired. Although shown in series, it will be readily appreciated that the processes in steps **210** and **212** can be provided in parallel, or in reverse order, as may be desired. After process step **212**, an inquiry is then made at decision step **214** as to whether there are further virtual reels for which reel spin times and reel sounds need to be determined, selected and/or generated. If so, then X is incremented at process step **216**, and the method reverts to steps **210** and **212** to determine such reel spin times and select or generate reel sounds for the next virtual reel. This process is repeated for each virtual reel, after which the method then moves to process step **218**, where an emulation of the virtual reels in dynamic motion is displayed. After process step **218**, the method then finishes at end step **320**. Of course, additional steps may also apply to such a process, as may be desired.

[0089] Although the foregoing invention has been described in detail by way of illustration and example for purposes of clarity and understanding, it will be recognized that the above described invention may be embodied in numerous other specific variations and embodiments without departing from the spirit or essential characteristics of the invention. Certain changes and modifications may be practiced, and it is understood that the invention is not to be limited by the foregoing details, but rather is to be defined by the scope of the appended claims.

What is claimed is:

1. A processor-based gaming machine adapted for accepting a wager, playing a reel-type game based on the wager and granting a payout based on the result of the wager-based reel-type game, comprising:

- an exterior housing arranged to contain a plurality of internal gaming machine components therein;
- a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of said wager-based reel-type game;
- a display device in communication with said master gaming controller and adapted to present a plurality of simulated rotating reels, said plurality of simulated rotating reels including a plurality of reel symbols distributed on a plurality of reel stops thereupon;
- one or more speakers in communication with said master gaming controller and adapted to present sounds with respect to said plurality of simulated rotating reels;

- a reel spin timer in communication with at least one of said master gaming controller and said display device, wherein said reel spin timer is adapted to vary the spin times of said plurality of simulated rotating reels from one game play to another of reel-type games on said processor-based gaming machine; and

- a reel sound generator in communication with at least one of said master gaming controller and said one or more speakers, wherein said reel sound generator is adapted to provide sounds to said one or more speakers with respect to said plurality of simulated rotating reels, said provided sounds varying from one game play to another of reel-type games on said processor-based gaming machine.

2. The processor-based gaming machine of claim 1, wherein said display device comprises a multi-layer display having a plurality of display screens positioned front to back with respect to each other.

3. The processor-based gaming machine of claim 1, wherein said one or more speakers comprises a plurality of dedicated reel speakers located in close proximity to the display of said plurality of simulated rotating reels.

4. The processor-based gaming machine of claim 3, wherein each of said plurality of dedicated reel speakers corresponds to one simulated rotating reel.

5. The processor-based gaming machine of claim 3, wherein said plurality of dedicated reel speakers are collectively adapted to present stereophonic sounds with respect to said plurality of simulated rotating reels.

6. The processor-based gaming machine of claim 3, wherein each of said plurality of dedicated reel speakers and each of said simulated rotating reels correspond to each other on a one-to-one basis.

7. The processor-based gaming machine of claim 1, wherein said reel spin timer is adapted to vary said spin times from one game play to another based upon random selections from a plurality of acceptable spin times.

8. The processor-based gaming machine of claim 7, wherein said plurality of acceptable spin times are based upon sampling actual physical reels from a mechanical or electro-mechanical reel-type gaming machine.

9. The processor-based gaming machine of claim 1, wherein said reel sound generator is adapted to vary said provided sounds from one game play to another based upon random selections from one or more stored sound files.

10. The processor-based gaming machine of claim 9, wherein said one or more stored sound files are based upon sampling actual physical reels from a mechanical or electro-mechanical reel-type gaming machine.

11. The processor-based gaming machine of claim 1, further including:

- a storage device in communication with said reel spin timer, said storage device adapted to store a plurality of files with respect to reel spin times.

12. The processor-based gaming machine of claim 1, further including:

- a storage device in communication with said reel sound generator, said storage device adapted to store a plurality of files with respect to reel sounds.

13. The processor-based gaming machine of claim 1, further including:

- a network interface coupling said gaming machine to one or more remotely located networked components, said